generating a plurality of 3-D game windows arranged in a 3-D game interface model wherein the 3-D game interface model comprises a 3-D geometric surface description for each of the plurality of game windows;

mapping game window content to each of the 3-D game windows

rendering game window content to each of the 3-D game windows;

rendering a two-dimensional image derived from a three-dimensional object in the 3-D game interface model stored in the memory device on the gaming machine; and

displaying the rendered two-dimensional image to the display device on the gaming machine.

103. The method of claim 102, further comprising:

activating the one or more 3-D game windows.

104. The method of claim 103, further comprising:

receiving an input signal to initiate a game of chance in one or more of the active 3-D game windows.

105. The method of claim 102, further comprising:

rotating the 3-D game interface model.

106. The method of claim 102, further comprising:

presenting a game of chance in one or more of the game windows.

107. The method of claim 102, further comprising:

updating the game window content in one or more of the game windows while presenting the game of chance in at least one of the game windows.

108. The method of claim 102, further comprising:

rendering first game window content in a first 3-D game window;

rendering second game window content in a second 3-D game window;

rendering the first game window content in the second 3-D game window; and

rendering the second game window content in the first 3-D game window.

109. The method of claim 102, wherein the game window content is selected from the group consisting of a game of chance, a bonus game, an advertisement, news, stock quotes, electronic mail, a web page, an instant message service, a locator service or a hotel/casino service, a movie, a live-video feed, a musical selection, a casino promotion, a broadcast event, a maintenance operation, a player tracking service, a drink menu and a snack menu.

110. The method of claim 102, wherein the game of chance is selected from the group consisting of a slot game, a keno game, a poker game, a pachinko game, a video black jack game, a bingo game, a baccarat game, a roulette game, a dice game and a card game.

111. The method of claim 102, wherein at least one game window on the gaming machine is used to play a game against another game player and wherein said another game play plays the game on a second gaming machine.

112. The method of claim 102, wherein the gaming machine and the second gaming machine are connected via at least one of a local area network, a wide area network, the Internet or combinations thereof.

113. The method of claim 102, wherein at least one game window is used to share a bonus game with a group of game players each game player playing a different gaming machine.

114. The method of claim 102, wherein the different gaming machines for each game player in the group of game players is connected via at least one of a local area network, a wide area network, the Internet or combinations thereof.

115. The method of claim 102, rendering a two-dimensional image derived from a 3-D object in a three-dimensional gaming environment stored in the memory device on the gaming machine to a 3-D game window in the 3-D game interface model.

116. In a gaming machine comprising a master gaming controller, a display device and a memory device, a method of displaying game information in a game window, the method comprising:

generating a game window with a first size;

rendering a first two-dimensional image derived from a three-dimensional object in a three-dimensional gaming environment stored in the memory device on the gaming machine to fit within the first size of the game window;

displaying on the display device the rendered first two-dimensional image within the game window;

changing the game window to a second size;

rendering a second two-dimensional image derived from the 3-D object in the three-dimensional gaming environment stored in the memory device on the gaming machine to fit within the second size of the game window; and

displaying on the display device the rendered second two-dimensional image within the game window

wherein the game information is used to play a game of chance on the gaming machine.

117. The method of claim 116, further comprising:

wherein the second size of the game window is smaller than the first size of the game window;

generating one or more new game windows in a game window area around the game wherein the game window area is a difference in area between an area of the first size of the game window and an area of the second size of the game window; and

displaying game information in the one or more new game windows.

118. The method of claim 117, further comprising:

removing the new one or more new game windows; and

returning the game window to the first size.

119. The method of claim 116, further comprising:

rendering a sequence second two-dimensional images derived from the 3-D object in the three-dimensional gaming environment stored in the memory device on the gaming machine wherein each two-dimensional image in the sequence is sized to fit within a sequence of game windows between the first size and the second size.